TangibleData:
Software Requirements Specification

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1 Introduction

1.1 Purpose
This SRS describes the software features for TangibleData. TangibleData is a music player designed for
the P5 Virtual Reality Glove to manage songs with hand gestures.

2 Overall Description

2.2 Operating Environment
1. TangibleData shall run on Linux and Windows XP operating systems.

3 System Features

3.1 TangibleData shall allow control with the P5 Glove.
1. TangibleData shall allow the user to navigate a cursor left/right with the glove.
2. TangibleData shall allow the user to navigate a cursor up/down with the glove.
3. TangibleData shall allow the user to click by bending fingers with the glove.

3.2 TangibleData shall allow the user to create a playlist of songs.
1. TangibleData shall allow the user to add a song to the playlist.
2. TangibleData shall allow the user to delete a song to the playlist.
3. TangibleData shall allow the user to rearrange the playlist.
4. TangibleData shall allow the user to save the playlist.

3.3 TangibleData shall allow the user to control the playing of songs.
1. TangibleData shall allow the user to play a selected song.
2. TangibleData shall allow the user to move to the next/previous track in a playlist.
3. TangibleData shall allow the user to rewind/fast forward through a song.
4. TangibleData shall allow the user to repeat a song.
5. TangibleData shall allow the user to play the playlist in shuffled form.
6. TangibleData shall allow the user to play the playlist in ordered form.

3.4 TangibleData shall allow the user to adjust the sound.
   1. TangibleData shall allow the user to adjust the volume louder or softer.
   2. TangibleData shall allow the user to mute the volume.

3.5 TangibleData shall allow the user to view songs.
   1. TangibleData shall allow the user to view all songs available to him.
   2. TangibleData shall allow the user to view all playlists available to him.

4 Suggested Technology Stack

4.1 Overview
TangibleData will be a music player designed to incorporate the hand gestures of the P5 Virtual Reality Glove. TangibleData will have a graphical interface that I will create, drivers to control sound, logic to control the functionality of the player, and logic to interpret P5 Virtual Reality Glove gestures and map them to functionality.

4.2 Suggested Technologies
- **Graphical Interface:** C++/OpenGL/GLUT
- **Sound:** Possibly windows sound drivers
- **Music Player Logic:** C++
- **Gesture Interface:** P5 Virtual Reality Glove SDK